GATEWAY RPG - Standard Character Sheet

Character Name: _____

Character Race/Archetype/Class Description:

_____
_____
_____
_____
_____
_____

Proficiency: Mark "+" sign next to at least 1 trait
Deficiency: Mark "-" sign next to at least 1 trait
Cross out any Skills that do not belong in the setting

____ **Strength (STR)**
- **Athletics Check**
- **Melee Attack**
- **Strength Saving Throws**

____ **Dexterity (DEX)**
- **Turn Order in Battle (Initiative Check)**
- **Acrobatics Check**
- **Sleight of Hand Check**
- **Piloting (Land, Sea, Air, Mech)**
- **Lock Picking**
- **Stealth Check**
- **Hide Check**
- **Ranged Attack**
- **Dexterity Saving Throws (AC)**

____ **Constitution (CON)**
- **Constitution Saving Throws (HP)**

____ **Intelligence (INT)**
- **Arcana Check**
- **History Check**
- **Streetwise**
- **Investigation Check**
- **Computer Use** / Tech
- **Nature Check**
- **Religion Check**
- **Intelligence Saving Throws**

____ **Wisdom (WIS)**
- **Animal Handling Check**
- **Insight Check**
- **Medicine Check**
- **Perception Check**
- **Survival Check**
- **Magic Spell Attack**
- **Casting Magic Spells (Non-Attack)**
- **Wisdom Saving Throws**

____ **Charisma (CHA)**
- **Deception Check**
- **Intimidation Check**
- **Performance Check**
- **Persuasion Check**
- **Charisma Saving Throws**

Character Portrait

Armor Class (AC): _____ ***(Based on DEX Stat)***
Proficiency = 14, Normal = 12, Deficiency = 10

Hit Points (HP): _____ ***(Based on CON Stat)***
Proficiency = 5, Normal = 4, Deficiency = 3

Movement Speed: _____ **(Standard Character is 30 ft)**

Melee Attack Weapons: (STR)
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_____
_____

Ranged Attack Weapons: (DEX)
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Special Abilities:
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Items:
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Background
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